

FIG. 1

Defective pixel address
(row addr + col. addr)

index → 0	0000_0000_0000_0000_1000	10'	Window range
1	0000_0000_0000_0000_1001		
2	0000_0000_0000_0000_1010		
3	0000_0000_0000_0000_1011		
4	0000_0000_0000_0010_0000		
5	0000_0000_0000_0010_0001		
6	0000_0000_0000_0010_0010		
7	0000_0000_0000_0010_0011		
	⋮		
125	0000_1000_0000_0000_0000		
126	0000_1000_1000_0000_0000		
127	0000_1000_1100_0000_0000		

FIG. 2 is a table showing defective pixel addresses. The table has three columns: "index", "Defective pixel address (row addr + col. addr)", and "Window range". The "index" column lists values 0, 1, 2, 3, 4, 5, 6, 7, followed by vertical dots, then 125, 126, and 127. The "Defective pixel address" column contains binary strings: 0000_0000_0000_0000_1000, 0000_0000_0000_0000_1001, 0000_0000_0000_0000_1010, 0000_0000_0000_0000_1011, 0000_0000_0000_0010_0000, 0000_0000_0000_0010_0001, 0000_0000_0000_0010_0010, 0000_0000_0000_0010_0011, followed by vertical dots, then 0000_1000_0000_0000_0000, 0000_1000_1000_0000_0000, and 0000_1000_1100_0000_0000. The "Window range" column has a bracket labeled "10'" spanning rows 5 through 6, and another bracket labeled "10'" spanning rows 125 through 127.

FIG. 2

Defective pixel address (Row addr + Col. addr)	
index → 0	0000_0000_0000_0000_0100
1	0000_0000_0000_0000_0101
2	0000_0000_0000_0000_0110
	⋮
126	1111_1111_1111_1111_1111
127	1111_1111_1111_1111_1111

FIG. 3

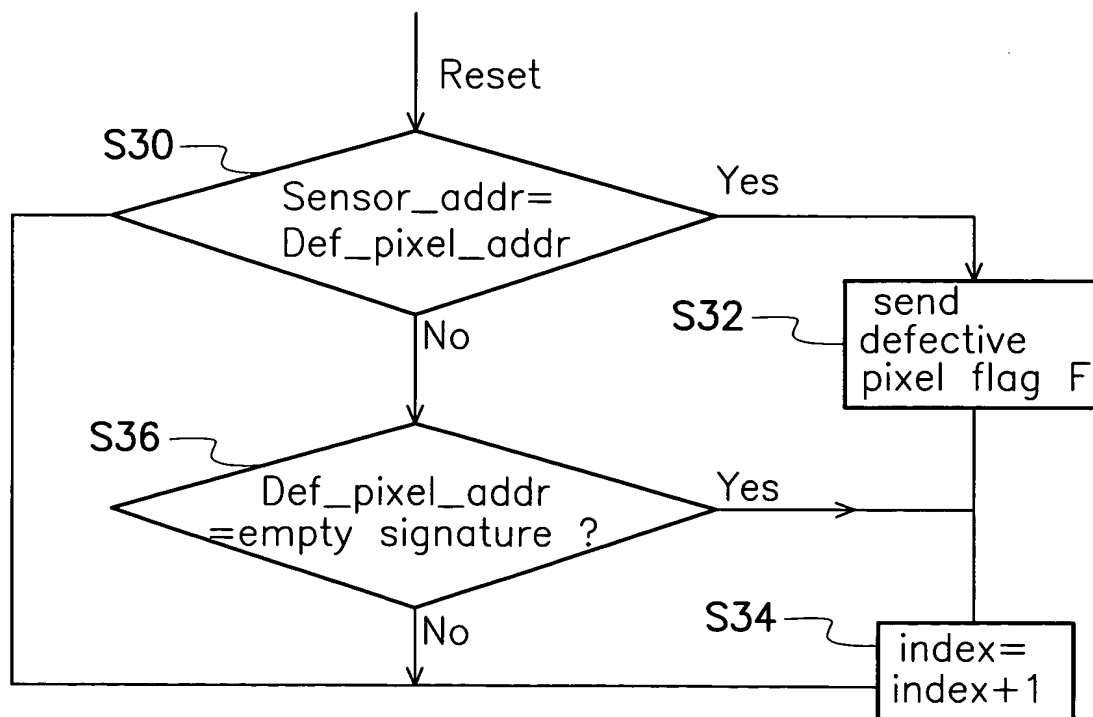


FIG. 4